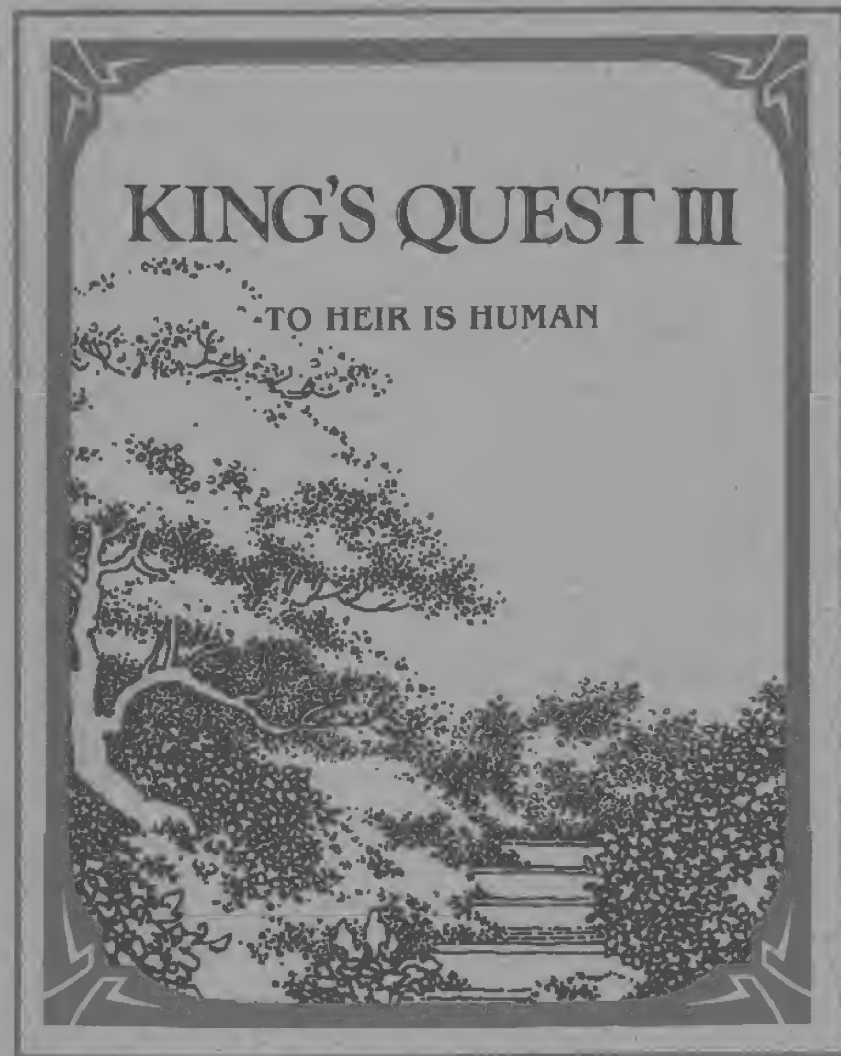




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K3D-101



KING'S QUEST III



TO HEIR IS HUMAN

Written and designed by Roberta Williams
Programmed by Al Lowe, Bob Heitman
and Bob Kernaghan
Graphics by Doug MacNeill and Mark Crowe
Music by Margaret Lowe
Story by Annette Childs



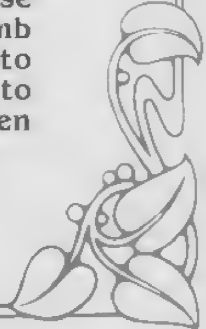

A long, long time ago, when magic was the only science known to man, there dwelt in the land of Llewddor a wizard named Manannan. He was very learned in all matters of the heavens and earth.

Of great age, Manannan presented a frail appearance, as though his skin were made of bleached and weathered parchment. Manannan's impression of fragility lasted only until one looked into his coal-black eyes, which burned with a strange fire. This was, indeed, a powerful wizard.



Although he was powerful, and capable of conjuring up vast armies of spirit servants to sweep his hearth, prepare his meals, and other menial tasks with which he would not soil his hands, this solution to his everyday needs was not satisfactory to him. For he liked his solitude, and didn't want a lot of spirits (who besides all else, are quite inquisitive and mischievous) cluttering up his house. Instead, he impressed a very young boy to do his bidding, taking the lad when he was only a year old, so he would have no memories to tug at him in the years to come.

Unfortunately for Manannan, boys grow up and become adventuresome young men. As his slave grew in stature and in strength, Manannan was irritated to find him poking around in areas of the house where he didn't belong. Or he would climb down the narrow path leading to Manannan's mountaintop retreat to explore the surrounding countryside. Even punishment did not stop him for long.





ne day, when his slave was 18 years of age, the wizard found him practicing magic spells. This was the last straw!

"YOU!" Manannan screamed. "You have read my books of spells and plundered my supplies of powders and potions. You have even ventured into Llewddor again, against my expressed command, for nowhere else could you have gathered some of these ingredients!

"You think you will win your freedom with these tricks?" the wizard sneered. "You shall see your mistake! You have earned only your own demise!" And with that, Manannan raised his hands menacingly.

Suddenly the earth began to shake. And his slave was no more. Only a small pile of ashes remained where he had stood.

"Next time, I won't make the same mistake," Manannan snarled. "I'll never let any of my slaves reach manhood. I'll have no more accidents."



nd so the years passed. Manannan went out and found another small boy to be his slave. He stole him from a country some distance from Llewddor, to direct suspicion away from himself. Manannan was more careful with this child, and watched him closely. The wizard punished the boy severely when he caught him away from the house. And he made sure the boy didn't get his hands on even any ordinary items that might be transformed into magic charms or potions. On the whole, Manannan didn't have much trouble with him, but still, on the lad's 18th birthday, the wizard zapped him out of existence.

"It's a nuisance, having to train a slave all over again," he mumbled complainingly. "But it's better than having trouble like the last time."

And so he went on, every 17 years kidnapping a small boy from his loving parents, then slaying him on the 18th anniversary of his birth. (Occasionally the cycle was shortened slightly, when he unfortunately chose a precocious child that learned too much before his 18th year.)

And time went on...

TIPS FOR THE BEGINNING ADVENTURER

If you haven't played one of Sierra's 3-D animated adventure games before, here are a few suggestions to help you get started.

LOOK everywhere. When you go somewhere you haven't been before, the first thing to do is look around. You should get a description of the general area. Often there is a clue to the game or an indication that something in the scene bears further investigation.

EXPLORE each area of the game very carefully. Search the wizard's domain, both inside and out -- even (or perhaps especially) those places he doesn't want you poking around in. Venture out to mix and mingle with the inhabitants of the surrounding countryside of Llewddor.

DRAW A MAP that includes each place you visit, objects found, dangerous areas, any and every landmark you see along the way. Try not to miss any area, or you may miss an important clue or item necessary to the completion of your quest. And don't think that because you've been somewhere once, it will be the same the next time. The population of Llewddor (and other countries you might visit) can move around as well as you (some better).

Here's an example of a map you might draw:



In addition to constructing your own map, you may also find a certain magic map hidden in the wizard's house. It's up to you to unlock its special powers.

Keep your ears open -- **TALK** to just about everyone you meet, but use discretion! Some characters will be friendly and helpful. They will give you valuable information and advice. Others will try to trick you, so be ready to run and hide. If that doesn't work, you may have to find some other way of outwitting them.

PICK UP anything that isn't nailed down. You'll come across many objects that have a use somewhere else in the game. Your inventory is listed on the "status" screen (accessed with the TAB key).

USE the items you pick up to solve large and small problems in the game. Some problems have obvious solutions. If you need to dig a hole, use a shovel. Other problems require more imagination to solve.

BE CAREFUL. The way you must travel is long and dangerous. Be sure to remain alert at all times -- disaster may strike in the most unlikely of places.

SAVE YOUR GAME often. That way, if misfortune should strike along the way, you won't have to start over from the beginning (see your reference card for instructions on saving your game).

DON'T GET DISCOURAGED. If you come to an obstacle that seems insurmountable, don't despair. Explore the game some more, then come back later and try again. If you're stuck, you might try backtracking to an earlier point in the game -- you might have forgotten to do something vital. Or you can buy a King's Quest III hint book using the enclosed order form.

Be brave, be resourceful, be true.

The following order form is the only valid receipt from "The Wizard of QM" (Wizard's Quest III) and is not valid for any other purpose.

To receive your order form, please send this form to the appropriate page and follow the directions given. Any order form from the correct publisher, showing the QMAG, is valid for the purpose of ordering your QMAG. It is not valid for any other purpose.

Note: you cannot receive your order form if you do not have a valid QMAG. If you do not have a valid QMAG, you must first obtain a valid QMAG.

UNDERSTANDING THE LANGUAGE OF CREATURES

INGREDIENTS

one small feather from a bird
one tuft of fur from any animal
one dried reptile skin
one rounded spoonful of powdered fish bone
one thimbleful of dew
one magic wand

DIRECTIONS

- I. Put the small feather in a bowl
- II. Put the fur in the bowl
- III. Put the reptile skin in the bowl
- IV. Add a spoonful of powdered fish bone
- V. Put a thimbleful of dew in the bowl
- VI. Mix with hands (mixture will now be doughy)
- VII. Separate mixture into two pieces
- VIII. Put dough pieces into your ears.
- IX. (Recite this verse)
Feather of fowl and bone of fish,
Molded together in this dish,
Give me wisdom to understand
Creatures of air, sea and land
- X. Wave the magic wand

You will now be able to understand the speech of animals, birds and fish. You will not, however, be able to speak to them. The spell will last as long as the dough is in your ears.

FLYING LIKE AN EAGLE OR A FLY

INGREDIENTS

one tail feather from any eagle (to become an eagle)
one pair of fly wings (to become a fly)
one pinch of saffron
rose petal essence
one magic wand

DIRECTIONS

- I. Put a pinch of saffron in essence
- II. (Recite this verse)
Oh winged spirits, set me free
Of earthly bindings, just like thee.
In this essence, behold the might
To grant the precious gift of flight.
- III. Wave the magic wand.

You now have a potion which will allow you to cast the transformation spell.
To cast the spell any time later:

Dip the eagle feather in the essence (if you want to become an eagle).
or
Dip the fly wings in the essence (if you want to become a fly).

You will turn into an eagle or a fly. If you do not transform back into yourself, the spell will wear off after some time has passed. You can use this spell until your rose petal/saffron potion is gone.

To return to your own form before the spell wears off, recite this verse:

Eagle, be gone!
Myself, return!
or
Fly, be gone!
Myself, return!

TELEPORTATION AT RANDOM

INGREDIENTS

one spoonful of salt grains
one sprig of dried mistletoe
one smooth rounded stone of unusual color
one magic wand

DIRECTIONS

- I. Grind a spoon of salt in a mortar (with a pestle)
- II. Grind the mistletoe in the mortar
- III. Rub the stone in the mixture
- IV. Kiss the stone
- V. (Recite this verse)
With this kiss, I thee impart,
Power most dear to my heart.
Take me now from this place hither,
To another place far thither
- VI. Wave the magic wand

You now own a charm which will allow you to cast the random teleportation spell. To cast the spell, rub the stone. It will instantly whisk you away from where you are. Remain alert, however -- even though you can use the spell to run away from danger, nothing guarantees that you will not arrive in a more precarious situation than the one you left. The power of the charm remains for as long as you retain the stone.

CAUSING A DEEP SLEEP

INGREDIENTS

three dried acorns
one cup nightshade juice
one magic wand
one empty pouch

DIRECTIONS

- I. Grind the acorns in a mortar (with a pestle)
- II. Put the acorn powder in a bowl
- III. Put the nightshade juice in the bowl
- IV. Stir the mixture with a spoon
- V. Light a charcoal brazier
- VI. Heat the mixture on the brazier (boil the mixture until the nightshade juice is almost gone, then remove from heat)
- VII. Spread the mixture on a table (wait until dry)
- VIII. (Recite this verse)
Acorn powder ground so fine
Nightshade juice, like bitter wine,
Silently in darkness you creep
To bring a soporific sleep
- IX. Wave the magic wand
- X. Put the sleep powder in the pouch (for safekeeping)

You have now mixed a powder for casting a sleep spell over whoever is nearby. To cast the spell, pour the sleep powder on the ground (or floor) in a dark, dark place. Then recite:

Slumber, henceforth!

TRANSFORMING ANOTHER INTO A CAT

INGREDIENTS

one-half cup mandrake root powder
one small ball of cat hair
two spoonfuls of fish oil
one magic wand

DIRECTIONS

- I. Put mandrake root powder in a bowl
- II. Put the cat hair in the bowl
- III. Put two spoons of fish oil in bowl
- IV. Stir the mixture with a spoon (dough will be oily)
- V. Put the dough on the table
- VI. Pat the dough into a cookie (let harden on table)
- VII. (Recite this verse)
Mandrake root and hair of cat
Mix oil of fish and give a pat
A feline from the one who eats
This appetizing magic treat
- VIII. Wave the magic wand

You have just created a cookie that, when eaten, will turn the victim into a cat. Forever!

BREWING A STORM

INGREDIENTS

one cup of ocean water
one spoonful of mud
one pinch of toadstool powder
one magic wand
one empty jar

DIRECTIONS

- I. Put a cup of ocean water in bowl
- II. Light a charcoal brazier
- III. Heat the bowl on the brazier (heat slowly, but not to boiling, then remove from heat)
- IV. Put a spoon of mud in the bowl
- V. Add a pinch of toadstool powder
- VI. Blow into the hot brew
- VII. (Recite this verse)
Elements from the earth and sea,
Combine to set the heavens free.
When I stir this magic brew,
Great god Thor, I call on you.
- VIII. Wave the magic wand
- IX. Pour the storm brew into the jar (to store)

You have mixed a potion that you can use to brew a storm. To activate the spell, stir the storm brew with your finger and recite:

Brew of storms,
Churn it up!

Outdoors, a rainstorm complete with thunder and lightning will occur. It will last for some time, but will eventually rain itself out. If you wish it to subside earlier, recite:

Brew of storms,
Clear it up!

BECOMING INVISIBLE

INGREDIENTS

*one jar of lard
one cactus
one spoonful of cactus juice
two drops of toad spit
one magic wand*

DIRECTIONS

- I. Cut the cactus with a knife*
- II. Squeeze the cactus juice on spoon*
- III. Put the cactus juice in a bowl*
- IV. Put the lard in the bowl*
- V. Add two drops of toad spit*
- VI. Stir the mixture with a spoon*
- VII. (Recite this verse)
Cactus plant and horny toad
I now start down a dangerous road
Combine with fire and mist to make
Me disappear without a trace*
- VIII. Wave magic wand*
- IX. Put ointment in the empty lard jar*

You now have a magic ointment that will allow you to turn invisible (but beware, the ointment only works in a place where there is both fire and mist). To cast the invisibility spell, rub the ointment on your body. You will be invisible for a short while. You have enough for one application.

OTHER 3-D ANIMATED ADVENTURE GAMES BY SIERRA

KING'S QUEST

by Roberta Williams

The first-ever 3-D animated adventure game, and a bestseller. Join Sir Graham as he strives to save the kingdom of Daventry and win a crown through glorious deeds.

KING'S QUEST II: ROMANCING THE THRONE

by Roberta Williams

The long-awaited sequel, and another bestseller. Join King Graham on his quest to rescue a beautiful maiden imprisoned in a faraway land.

SPACE QUEST - CHAPTER ONE: THE SARIEN ENCOUNTER

by Scott Murphy and Mark Crowe

The first-ever sci-fi adventure in 3-D animation! Become space-age swashbuckler Roger Wilco, and plan and carry out a campaign to defeat the evil Sarians in their scheme to conquer the galaxy.

THE BLACK CAULDRON

by Al Lowe, Roberta Williams and the

Walt Disney Personal Computer Software Staff

Based on the classic children's books by Lloyd Alexander, and the feature film by Walt Disney Productions. A bestseller, designed specifically for beginning or younger adventurers. Join the boy Taran in his efforts to defeat the evil Horned King and free Prydain from his reign of terror.

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Sierra On-Line, Inc. wants your continued business. If you fill out the enclosed product registration card and return it to us, you are covered by our warranty. If your software should fail within 90 days of purchase, return it to your dealer or directly to us, and we will replace it free. After 90 days, enclose \$5 and return the software directly to us. Sorry, without the registration card you are not covered by the warranty. *This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.*

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**3-D ANIMATED ADVENTURE GAME
REFERENCE CARD
FOR TANDY COLOR COMPUTER 3**

WARNING: Multitasking is not recommended with this product. If you wish to run another process while playing the game, start the game with the command: "SIERRA -M". This will allow Multitasking, but there will be no sound during game play.

Sierra's 3-D animated adventures represent a totally new approach to computer gaming -- a third generation in computer adventure. They feature 320 x 192 x 16 colors graphics, with animated characters. The improved parser lets you talk to the computer in whole sentences.

Sierra's new series of adventures are interactive, changing as you explore and solve the puzzles. New facets are revealed as you delve into the game. In fact, because of random events, you can play the game many times over and never play the same game twice.

NOTE: IF THE COLORS ON YOUR SCREEN DON'T LOOK NATURAL:

The game uses the color palette of the monitor type that is active when the game is started. The default monitor type is TV (composite) when the system is booted from the original game disk. If you have an RGB monitor, you may force the game into RGB mode by starting the game with the command: "SIERRA -r". The Ctrl-V key combination will toggle the video mode between TV and RGB mode in the game if it was started in the wrong mode.

GETTING STARTED: FLOPPY DRIVE(S)

Note: If you will be playing from floppy disks (not hard disk), before starting to play you should format one or more save game disks and make backup copies of your program masters.

FORMATTING A SAVE GAME DISK

1. Boot the system from disk 1, side 1.
2. Type DOS. If you do not have a color computer with Disk Extended Color BASIC version 1.1 or greater, see the Appendix to boot OS9.
3. At the OS9: prompt, type "format /d0 (if you have more than one drive, you may replace /d0 with the device name of the drive you wish to use) and press ENTER. At the ready? prompt, insert the blank disk you want to use as your save game disk into the drive indicated and press Y. At the disk name prompt, enter the name you want to assign the newly formatted disk and press ENTER.

BACKING UP YOUR PROGRAM MASTERS

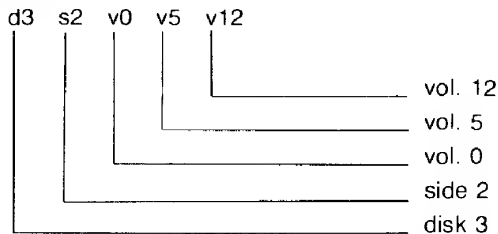
1. Format a disk using OS-9 (described above).
2. At the OS9: prompt, type "backup /d0 #48k" and press ENTER (on multiple drive systems you may include a second device name for the destination drive you wish to use).
3. Follow the prompts for inserting source (original) and destination (formatted) disks. When copying from one drive to a second drive, there will be no prompting for disks.
4. Repeat procedure to copy all program masters. Be sure to copy both sides of each program master disk. You will need a formatted disk for each side of a program master disk.

LOADING INSTRUCTIONS (from floppy disk)

1. Boot the system from backup disk 1, side 1.
2. Type DOS. If you do not have a color computer with Disk Extended Color BASIC version 1.1 or greater, see the Appendix to boot OS9.
3. At the Time? prompt, enter the current date and time.
4. At the OS9: prompt type "SIERRA" and press ENTER.
5. To bypass the opening sequence, press any key.

GETTING STARTED: HARD DISK AND DOUBLE-SIDED FLOPPY DISK(S)

1. Make backup copies of all program master disks (see directions elsewhere in this document).
2. Copy the files, Sierra, MnLn, Scrn and Shdw, from the CMDS directory of disk 1, side 1 to the execution directory of your disk. Hard disk owners should create separate data and execution subdirectories, for each Sierra 3-D adventure.
3. Print the tOC.txt file from disk 1, side 1 on a printer, or list it on the screen, and copy it by hand. Save the list for use in step #6. Each line represents one side of a program disk and the volumes contained thereon. For example, disk 3 side 2 might appear as:

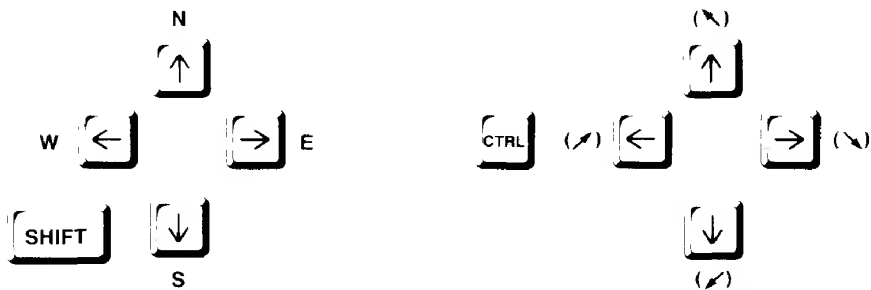


4. Copy the following files from the root directory of disk 1, side 1 to your disk: logDir, picDir, sndDir, viewDir, and words.tok (must be the first disk for floppy disk users).
5. The file "object" must be present on all disks. Copy this file from any one of the program disks to your disk(s).

6. Copy all the "vol.#" files from each program disk to the new disk(s). Be certain that the files from each entry line in the tOC. txt file are on the same disk, a group CANNOT be split between two disks. Record the number of the disk onto which each group is copied. Remember to copy the files on side 2 of each program disk. Some files, such as vol. 0, are on more than one program disk. Only copy these files once to your hard disk (once to each disk for floppy disk users).
7. Load the tOC. txt file from disk 1, side 1 into a text editor (such as the OS-9 Macro Text Editor) or use the OS-9 BUILD command. Edit the tOC. txt file lines so the disk numbers match the numbers recorded in step #6. The side number for each line will be one (1). For hard disk users the disk number will always be one (1).
8. Create a new tOC file using the TOCGen utility from the CMDS directory on disk 1. At the OS9: prompt, type "TOCGen tOC. txt". Copy the new tOC file to your disk (must be the first disk for floppy disk users).
9. In the MODULES directory on disk 1 side 1, there are three modules: CLOCK, AGIVIRQDr and VI. These modules must be in the OS9Boot file for the game to function correctly. Please refer to the OS9GEN command in the OS-9 Commands Reference section of the OS-9 Level-2 manual to create a new boot file.
10. It is recommended that you enter the current date and time information before starting the game (see SETIME in the OS-9 manual).
11. At the OS9: prompt, type "SIERRA" and press ENTER.
12. To bypass the opening sequence, press any key.

COMMANDS FOR YOUR HERO

A joystick or the cursor keys in conjunction with the SHIFT and CTRL keys on your keyboard moves the main character, north, south, east, west or diagonally (see below).



During the game you may change control modes by stopping the main character (by pressing the last direction key again), then resuming either joystick or keyboard control. (If you've never used the joystick before in the game, press CTRL-A to activate it.)

Talk to your computer in commands of one or two words, or even simple sentences. Unless otherwise instructed, follow all commands with the ENTER key.

You may meet others who have messages for you. Command them to speak. Type:

TALK TO THE GNOME

You may later need objects you see along the way. Type:

GET THE KEY

Pay attention to details. To see an object closely, type:

LOOK AT THE PANEL

Use the objects you find along the way. Type:

GIVE THE BASKET TO THE GIRL

To fully savor a scene you enjoy watching or negotiate a narrow path, you can slow down the animation. Speed up the animation to make the main character walk faster. To change the speed, type "slow" or "fast" and press ENTER. To return to the original speed, type "normal" and press ENTER.

Numeric and control keys shortcut these common commands:

1	Help: shows list of control keys (including some specific to your game which may not be mentioned here)
2	Toggle sound on/off
3	Echo (repeat) previous command
4	Look at object in Inventory
5	Save game
7	Restore game
9	Restart game
CTRL-A	Reset joystick
CTRL-C	Cancel line
CTRL-V	Toggle RGB/TV video mode
CTRL-BREAK	Activate menus
ALT-Z	Quit game
RIGHT ARROW*	Inventory

*Any references to the TAB key in documentation should be substituted with the Right Arrow key (Coco version).

SAVING AND RESTORING

To allow for errors in judgment, and also for some pretty creative exploration, we make it possible for you to save and restore the game. Before you try something that looks dangerous, or just because you've been playing awhile and you don't want to lose what progress you've made through some chance encounter, save your game.

If you're playing from floppy disks, you must already have formatted a save game disk before you can save a game.

SAVING A GAME

Type "save game" and press ENTER to save your current game location. This can be done at any time during your game. (You can also press 5.)

SINGLE DISK DRIVE USERS

When you receive the prompt asking for the pathlist to your save game directory, press ENTER and follow the prompts. You will be asked to substitute your game disk for a formatted disk on which your game location may be saved. Make sure you FORMAT a blank disk before you begin play.

MULTIPLE DISK DRIVE USERS

When you receive the prompt asking for the pathlist to your save game directory, edit the suggested pathlist to a second disk drive. This will cause your game location to be saved onto the disk in the second disk drive. Make sure you FORMAT a blank disk and put it into the second drive before you begin.

HARD DISK USERS

You need only to press ENTER when prompted about the pathlist to your save game directory. If you want to save more than 12 games, create additional save game directories. Consult your OS-9 manual to make new directories on your hard disk.

IN GENERAL

Although your game position is stored on disk as a normal OS-9 file, we do not require you to follow OS-9 file naming conventions in identifying your saved game position. If you are standing before a tree when you save a game, call your saved game "STANDING BEFORE A TREE" or whatever has meaning to you. You are permitted to save up to 12 different game locations per disk or directory.

If you "run out" of saved game positions (you want to save more than 12 games), just use a different "saved game disk," or reuse one of the 12 positions you've already saved. To change the name of a stored game, just enter CTRL-C and type a new name.

RESTORING A GAME

Type "restore game" and press ENTER to restore a previously saved game. (You can also press 7.)

You will be asked where you saved the game. To accept the default pathlist, press ENTER. Otherwise, clear the line with CTRL-C, type the pathlist for the save game directory (example: /d1), and press ENTER. Now select the game you wish to restore by moving the pointer and pressing ENTER.

MENUS

All the functions mentioned previously and more are available through the menus that can be activated by pressing CTRL-BREAK or the joystick button. Simply move through the menus until the function you want is highlighted, then press ENTER or the joystick button to perform the function. Movement through the menus is accomplished with the arrow keys or joystick.

APPENDIX

If you don't have a Color Computer with Disk Extended Color BASIC, version 1.1 or later, or if you don't have the OS-9 System, you can type in the following program and use it to start your game.

Turn on your computer and, using a formatted diskette other than your game disk, enter the following program.

```
10 REM *****
20 REM * BOOT OS-9 FROM BASIC
30 REM *****
40 FOR I=0 TO 70
50 READ A$
60 POKE &H5000+I, VAL("&H"+A$)
70 NEXT I
80 CLS: PRINT "INSERT DISK 1 SIDE 1"
90 PRINT "INTO DRIVE 0 and PRESS A KEY"
100 A$=INKEY$:IF A$=" " THEN 100
110 EXEC &H5000
120 DATA 86,22,8E,26,00,8D,0D
130 DATA FC,26,00,10,83,4F,53
140 DATA 26,03,7E,26,02,39,34
150 DATA 20,10,BE,C0,06,A7,22
160 DATA 86,02,A7,A4,6F,21,6F
170 DATA 23,6C,23,AF,24,10,BE
180 DATA C0,06,A6,23,81,13,27
190 DATA 12,AD,9F,C0,04,4D,27
200 DATA 06,6C,23,6C,24,20,E9
210 DATA 7F,FF,40,35,A0,4F,20
220 DATA F8
```



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